

In the Claims:

1. (Canceled)

2. (New) A method for enabling the display of data on a video display system, the video display system having a total displayable area of which a first display area is a part, the first display area having an original size and being associated with an operating system display interface that enable applications to send output to the video display system through a video device driver, comprising:

apportioning the total displayable area of the video display system to include a second display area by resizing the first display area from the original size to a smaller size and apportioning the remainder of the total displayable area to a second display area that cannot be obscured by output from the operating system display interface;

intercepting at least one of function calls that enable an application to obtain input from an input device and function calls that transmit output to an output device; and

A transparent to the operating system display interface, dynamically reapportioning the total displayable area between the first display area and the second display area by swapping the size of the first display area between the original size and the smaller size to accommodate the intercepted function calls, so that an application can render data to and obtain input from the first display area and the second display area.

3. (New) The method of claim 2 wherein an intercepted function call is an operating system call and the size of the first display area is restored to the original size in response to the operating system call.

4. (New) The method of claim 4 wherein the operating system call causes mouse movement and the size of the first display area is restored to the original size to enable the mouse to move to any location within the displayable area.

5. (New) The method of claim 2 wherein an intercepted function call is based on user events and the size of the first display area is restored to the original size in response to the user events.

6. (New) The method of claim 2 wherein an intercepted function call is an application program call and the size of the first display area is restored to the original size in response to the application program call.

7. (New) The method of claim 2 wherein the dynamic reapportioning presents an illusion that a user interface of the operating system has been reduced by trapping display-related events.

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8. (New) The method of claim 2 wherein the dynamic reapportioning is performed by altering display memory values associated with the native desktop.

9. (New) The method of claim 2, the first display area associated with a first window, the second display area associated with a second window, and further comprising:

determining when an input/output event has switched context from the first window to the second window; and

resizing the first window to the original size to perform the event.

10. (New) The method of claim 2, the first display area associated with a first window, the second display area associated with a second window, and further comprising:

determining when an input/output event has switched context from the second window to the first window; and

resizing the first window to the smaller size to perform the event.

11. (New) The method of claim 2 wherein the intercepted function call relates to mouse events.

12. (New) The method of claim 2 wherein the intercepted function call relates to keyboard events.

13. (New) The method of claim 2 wherein the intercepted function call relates to window sizing.

14. (New) The method of claim 2 wherein the intercepting is performed using software interrupt mechanism.

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15. (New) A computer-readable medium containing instructions for controlling a computer process to enable the display of data on a video display system, the video display system having a total displayable area of which a first display area is a part, the first display area having an original size and associated with an operating system display interface that enable applications to send output to the video display system through a video device driver, by performing

apportioning the total displayable area of the video display system to include a second display area by resizing the first display area from the original size to a smaller size and apportioning the remainder of the total displayable area to a second display area that cannot be obscured by output from the operating system display interface;

intercepting at least one of function calls that enable an application to obtain input from an input device and function calls that transmit output to an output device; and

transparent to the operating system display interface, dynamically reapportioning the total displayable area between the first display area and the second display area by swapping the size of the first display area between the original size and

the smaller size to accommodate the intercepted function calls, so that an application can render to and obtain input from the first display area and the second display area.

16. (New) The computer-readable medium of claim 15 wherein an intercepted function call is an operating system call and the size of the first display area is restored to the original size in response to the operating system call.

17. (New) The computer-readable medium of claim 15 wherein the intercepted function call causes mouse movement and the size of the first display area is restored to the original size to enable the mouse to move to any location within the displayable area.

18. (New) The computer-readable medium of claim 15 wherein an intercepted function call is based on user events and the size of the first display area is restored to the original size in response to the user events.

19. (New) The computer-readable medium of claim 15 wherein an intercepted function call is an application program call and the size of the first display area is restored to the original size in response to the application program call.

20. (New) The computer-readable medium of claim 15 wherein the dynamic reapportioning presents an illusion that a user interface of the operating system has been reduced by trapping display-related events.

21. (New) The computer-readable medium of claim 15 wherein the dynamic reapportioning is performed by altering display memory values associated with the native desktop.

22. (New) The computer-readable medium of claim 15, the first display area associated with a first window, the second display area associated with a second window, and further comprising:

determining when an input/output event has switched context from the first window to the second window; and

resizing the first window to the original size to perform the event.

23. (New) The computer-readable medium of claim 15, the first display area associated with a first window, the second display area associated with a second window, and further comprising:

determining when an input/output event has switched context from the second window to the first window; and

resizing the first window to the smaller size to perform the event.

24. (New) The computer-readable medium of claim 15 wherein the intercepted function call relates to a keyboard event.

25. (New) A universal trapping system for enabling the display of data on a video display system, the video display system having a total displayable area of which a first display area is a part, the first display area having a with an original size known and associated with an operating system display interface that enable applications to send output to the video display system through a video device driver, comprising:

creation module that creates a second display area outside the portion of the total displayable area that is apportioned to the first display area by reducing the first display area from the original size to a smaller size; and

trapping code that intercepts function calls between the operating system display interface and the device driver and, transparent to the operating system display interface, dynamically swaps the size of the first display area between the original size

and the smaller size so as to enable an application to render data to and obtain input from the second display area.

26. (New) The system of claim 25 wherein the first display area and the second display area are windows.

27. (New) The system of claim 25 wherein the trapping code intercepts a function call related to mouse events.

28. (New) The system of claim 25 wherein the trapping code intercepts a function call related to keyboard events.

29. (New) The system of claim 25 wherein the dynamic resizing presents an illusion that a user interface displayed in the first display area has been reduced in size in response to the trapping code trapping display-related events.

30. (New) The system of claim 25 wherein the user interface is an operating system desktop.

31. (New) The system of claim 25, further comprising a plurality of dynamic libraries containing application programming interfaces that communicate with the video display hardware through the trapping code to output to the second display area.

32. (New) A system for enabling the display of data on a video display system, the video display system having a total displayable area of which a first display area is a part, the first display area having an original size and associated with an operating system display interface that enables applications to send output to the video display system through a video device driver, comprising:

A (means for creating a second display area outside the portion of the total displayable area that is apportioned to the first display area by reducing the first display area from the original size to a smaller size and apportioning the remainder of the total displayable area to the second display area;

means for intercepting at least one of function calls that enable an application to obtain input from an input device and function calls that transmit output to an output device; and

means for dynamically resizing the first display area, in a manner transparent to the operating system display interface, by swapping the size of the first display area between the original size and the smaller size so as to enable code to render data to and obtain input from the second display area.